

Amendments to the Claims:

1. (currently amended) A mobile service system comprising a wireless client for a user and a remote service provider unit for providing content to the client, wherein the service provider unit comprises:

a memory for storing an application usable by the client both off-line and on-line;
a port for receiving a request for the application ~~from~~ from the client and for sending the application to the client in the form of a downloaded application from the service provider unit to the client;

a processor for providing on-line use of the downloaded application for the client;
a monitor for monitoring the on-line use of the downloaded application;
a controller configured to control the processor to provide the on-line use of the downloaded application dependent on the monitoring; and the client comprising:

a port for communicating with the service provider unit, configured to send the request to the service provider unit and to receive the downloaded application from the service provider unit;

a processor for off-line running the downloaded application whenever desired by the user and for on-line running the downloaded application when desired by the user if allowed by the controller.

2. (currently amended) A system according to claim 1, wherein the downloaded application is a game application.

3. (currently amended) A system according to claim 1, wherein the monitor has been configured to keep account of available on-line use of the downloaded application and to decrement the available on-line use according to predetermined reduction criterion.

4. (currently amended) A system according to claim 1, further comprising a charging unit configured to collect a monetary charge for the sending of the downloaded application and for providing a certain amount of on-line use.

5. (currently amended) A system according to claim 1, wherein the memory comprises a plurality of applications amongst which the client may select an application to be downloaded.

6. (original) A system according to claim 1, further comprising means for informing the user when the amount of available on-line use is falling below a certain threshold.

7. (original) A system according to claim 1, wherein the service provider unit further comprises means for determining a payment of a supplementary charge and increasing by a corresponding amount the available on-line use.

8. (currently amended) A method of providing content to a wireless client from a remote service provider unit, comprising:

- storing at the service provider unit an application usable by the client both off-line and on-line;
- transferring a request for the application from the client to the service provider unit;
- sending the application from the service provider unit to the client in the form of a downloaded application from the service provider unit to the client;
- providing on-line use of the downloaded application for the client;
- monitoring the on-line use of the downloaded application;
- controlling the providing of the on-line use of the downloaded application dependent on the monitoring;
- communicating with the service provider unit to send the request to the service provider unit and to receive the downloaded application from the service provider unit;
- off-line running the downloaded application whenever desired by the user; and
- on-line running the downloaded application when desired by the user if allowed by the service provider unit.

9. (currently amended) A remote service provider unit for providing content to a wireless client, wherein the service provider unit comprises:

- a memory for storing an application usable by the client both off-line and on-line;
- a port for receiving a request for the application from the client and for sending the application to the client in the form of a downloaded application to the client;
- a processor for providing on-line use of the downloaded application for the client;
- a monitor for monitoring on-line use of the downloaded application; and
- a controller configured to control the processor to provide the on-line use of the downloaded application dependent on the monitoring.

10. (currently amended) A method of providing content to a wireless client, comprising:
storing an application usable by the client both off-line and on-line;
receiving a request for the application from the client and for sending the application to the client
in the form of a downloaded application to the client;
providing on-line use of the downloaded application for the client;
monitoring on-line use of the downloaded application; and
controlling the providing of the on-line use of the downloaded application dependent on the
monitoring of the on-line use of the downloaded application.

11. (currently amended) A wireless client for a mobile service system comprising the
client and a remote service provider unit, the client comprising:
a wireless communication port for communicating with the service provider unit to request ~~for~~ the
download of an application from the service provider unit and to receive the downloaded application from
the service provider unit; and
a processor for off-line running the downloaded application whenever desired by the user and for
on-line running the downloaded application when desired by the user if allowed by the remote service
provider unit.

12. (currently amended) A method of receiving content in a client of a mobile service
system that comprises the client and a remote service provider unit, comprising:
communicating with the service provider unit to request ~~for~~ the download of an application from
the service provider unit and to receive the downloaded application from the service provider unit;
off-line running the downloaded application whenever desired by the user; and
on-line running the downloaded application when desired by the user if allowed by the remote
service provider unit.

13. (currently amended) A computer program product comprising means for causing a
network entity to provide content to a wireless client, comprising:
computer executable program code configured to enable the network entity to store an application
usable by the client both off-line and on-line;

computer executable program code configured to enable the network entity to receive a request for download of the application from the client and for sending the application to the client in the form of a downloaded application from the network entity to the client;

computer executable program code configured to enable the network entity to ~~prøve~~ provide on-line use of the downloaded application for the client;

computer executable program code configured to enable the network entity to monitor on-line use of the downloaded application; and

computer executable program code configured to enable the network entity to control the providing of the on-line use of the downloaded application dependent on the monitoring of the on-line use of the application.

14. (currently amended) A computer program product comprising means for controlling a wireless client for a mobile service system that comprises the client and a remote service provider unit, the computer program product comprising:

computer executable program code configured to enable the wireless client to communicate with the service provider unit to request ~~for~~ the download of an application from the service provider unit and to receive the application from the service provider unit in the form of a downloaded application from the service provider unit to the client; and

computer executable program code configured to enable the wireless client to run the downloaded application off-line whenever desired by the user and on-line when desired by the user if allowed by the remote service provider unit.

15. (currently amended) A memory media comprising a computer program product for causing a network entity to provide content to a wireless client, the memory media comprising:

computer executable program code configured to enable the network entity to store an application usable by the client both off-line and on-line;

computer executable program code configured to enable the network entity to receive a request for the download of the application from the client and for sending the application to the client in the form of a downloaded application from the network entity to the client;

computer executable program code configured to enable the network entity to provide on-line use of the downloaded application for the client;

computer executable program code configured to enable the network entity to monitor on-line use of the downloaded application; and

computer executable program code configured to enable the network entity to control the providing of the on-line use of the downloaded application dependent on the monitoring of the on-line use of the downloaded application.

16. (currently amended) A memory media comprising a computer program product for controlling a wireless client for a mobile service system that comprises the client and a remote service provider unit, the memory media comprising:

computer executable program code configured to enable the wireless client to communicate with the service provider unit to request for the download of an application from the service provider unit and to receive the application from the service provider unit in the form of a downloaded application from the service provider unit to the client; and

computer executable program code configured to enable the wireless client to run the downloaded application off-line whenever desired by the user and on-line when desired by the user if allowed by the remote service provider unit.

17. (new) The system according to claim 1, wherein the wireless client further comprises a separate control application adapted to provide a connection between the client and the service provider unit and adapted to control the download of the downloaded application from the service provider unit to the client.

18. (new) The system according to claim 17, wherein the memory comprises a plurality of applications amongst which the client may select an application to be downloaded, and wherein the control application is further adapted to permit the client to obtain a desired application from amongst the plurality of applications in the memory.

19. (new) The system according to claim 1, wherein processor for providing on-line use of the downloaded application for the client is further adapted to provide on-line use of the downloaded application for the client with another client, thereby providing inter-client communications and use of the downloaded application, and wherein the monitor is further adapted to monitor the inter-client use of the downloaded application.

20. (new) The system according to claim 1, wherein the downloaded application is a game, wherein the memory is further adapted to store additional levels for the game apart from those included with the downloaded application, wherein the port is further adapted to send one or more of the additional levels for the game to the client, and wherein the monitor is further adapted to monitor the downloading of the additional levels for the game as on-line use of the downloaded application for the client.